

ABSTRACT OF THE DISCLOSURE

A central position of each character participating in a battle is obtained as a fixation point, and multiple temporary points are set on a hemisphere around the fixation point. Each temporary viewpoint position is set on a straight line connecting
5 the fixation point to each temporary point. Each temporary viewpoint position is a position from which all characters can be projected on a virtual screen when perspective transformation is executed at a predetermined visual angle and a distance to the fixation point is shortest. Points are given to each temporary viewpoint position based on the
10 difference evaluation. The top scoring temporary viewpoint positions are selected as positions where the viewpoint of a virtual camera should be moved.